

# Silverball Plus2 Quick Start Guide

## SYSTEM REQUIREMENTS:

IBM PC OR 100% COMPATIBLE, 386SX PROCESSOR OR BETTER, VGA, DOS 3.3 OR LATER, HARD DRIVE WITH 2.2MB OF FREE SPACE AND 640K RAM. ALSO SUPPORTS SOUND BLASTER®, SOUND BLASTER PRO® AND GRAVIS ULTRA SOUND™.

## INSTALLATION:

1. PLACE THE SILVERBALL DISK ONE INTO YOUR 3.5" DRIVE.
2. TYPE A: [ENTER] OR B: [ENTER], DEPENDING UPON THE DRIVE YOU ARE USING.
3. TYPE INSTALL [ENTER].
4. FOLLOW THE ON SCREEN INSTRUCTIONS.

## STARTING SILVERBALL:

1. CHANGE TO THE DIRECTORY IN WHICH YOU HAVE INSTALLED SILVERBALL (I.E., CD\SILVER [ENTER]).
2. TYPE SILVER [ENTER] TO PLAY.

## THE SILVERBALL MAIN MENU:

USE THE ARROW KEYS TO HIGHLIGHT SELECTIONS ON THE MAIN MENU. ONCE A SELECTION HAS BEEN HIGHLIGHTED, PRESS [ENTER] TO TOGGLE THE CHOICES. PRESS [ESC] AT ANY TIME TO RETURN TO THE PREVIOUS MENU.

## GAME CONTROLS:

PULL PLUNGER .....[SPACE]  
LEFT FLIPPER .....LEFT [SHIFT]  
RIGHT FLIPPER .....RIGHT [SHIFT]  
NUDGE TABLE .....[SPACE]  
NUDGE UP & RIGHT .....[Z]  
NUDGE UP & LEFT .....[/]  
MUSIC ON/OFF ..... "M" KEY  
SOUND FX ON/OFF ..... "S" KEY  
PAUSE GAME ..... "P" KEY  
QUIT GAME ..... "Q" KEY OR [ESC]

## PINBALL WIZARD OR CORNER STORE HUSTLER?

WE'D LIKE TO HEAR ABOUT YOUR SILVERBALL HIGH SCORE. DID YOU WAKE THE DRAGON IN FANTASY; ELIMINATE THE VILLAINS IN ODYSSEY; AVOID THE POISON IN BLOOD; OR SINK ALL THE SHOTS IN SNOOKER CHAMP? IF YOU DID, DROP US A LINE INCLUDING YOUR HIGH SCORES AND WE JUST MIGHT USE IT IN OUR NEWSLETTER.

# Silverball Plus2

## TECHNICAL SUPPORT;

IF YOU NEED TECHNICAL HELP, PLEASE CALL  
MICROLEAGUE INTERACTIVE SOFTWARE AT (302) 368-9990,  
MONDAY THROUGH FRIDAY, 8:30AM TO 5:30PM EST.

# Trouble Shooting Notes

WE RECOMMEND RUNNING SILVERBALL ONLY FROM DOS. RUNNING SILVERBALL FROM WINDOWS OR OS/2 MAY CAUSE THE GAME TO SLOW DOWN, RUN ERRATICALLY OR EVEN LOCK UP.

**PROBLEM:** SILVERBALL WON'T LET ME BEGIN. IT SAYS I DON'T HAVE ENOUGH MEMORY.

**SOLUTION:** YOU NEED TO FREE UP MORE BASE RAM (NOT HARD DRIVE SPACE). RESTART YOUR COMPUTER WITH DOS LOADED HIGH AND AS FEW TSR'S AS POSSIBLE.

FROM THE DOS PROMPT, TYPE **MEM**. THE NUMBER SHOWN ON THE SCREEN BY THE WORDS "LARGEST EXECUTABLE PROGRAM SIZE" MUST BE AT LEAST 555K. IF THE NUMBER IS LESS THAN 555K, YOU NEED TO FREE UP MORE MAIN MEMORY. HERE'S HOW:

1. REMOVE TSR'S AND DEVICE DRIVERS FROM YOUR CONFIG.SYS AND AUTOEXEC.BAT FILES. SEE YOUR DOS MANUAL FOR INSTRUCTIONS ON DOING THIS.
2. IF YOU'RE USING DOS 6 OR LATER, REBOOT YOUR COMPUTER. WHEN THE MESSAGE "STARTING MS-DOS ..." COMES UP, IMMEDIATELY PRESS **F5**. THIS CAUSES DOS TO BYPASS YOUR CONFIG.SYS AND AUTOEXEC.BAT FILES. NOW, RUN SILVERBALL.
3. IF ALL ELSE FAILS, SEE THE INSTRUCTIONS FOR CREATING A BOOT DISK.

**PROBLEM:** I HAVE A SOUND BLASTER COMPATIBLE SOUND BOARD, BUT I CAN'T GET THE MUSIC OR SOUND EFFECTS TO WORK.

## **SOLUTION:**

1. RUN SETUP AND MAKE SURE THAT ALL YOUR SOUND CARD SETTINGS ARE CORRECT. MOST SOUND BLASTER CARDS ARE SET AT THE FACTORY FOR INTERRUPT 7, DMA 1 AND ADDRESS 220. ONLY USE THE "SOUND BLASTER PRO" SETTING ON A TRUE SOUND BLASTER PRO CARD. IF YOU HAVE ANY OTHER SOUND BLASTER-COMPATIBLE CARD, SPECIFY "SOUND BLASTER".
2. IF YOU'VE FOLLOWED STEP 1 AND THE MUSIC AND SOUND STILL DON'T WORK, MAKE SURE THAT YOUR SOUND BLASTER CARD DOES NOT HAVE ANY ADDRESS OR INTERRUPT CONFLICTS. THESE OCCUR WHEN TWO OR MORE CARDS IN YOUR COMPUTER ARE SET FOR THE SAME INTERRUPT OR ADDRESS. THIS SITUATION CAUSES VERY HARD-TO-FIND INTERMITTENT PROBLEMS.

YOU CAN RESOLVE AN ADDRESS OR INTERRUPT CONFLICT BY EITHER: (1) CHANGING THE ADDRESS OR INTERRUPT SETTING ON YOUR SOUND CARD,

OR (2) CHANGING THE ADDRESS OR INTERRUPT ON THE CARD WITH WHICH IT IS CONFLICTING.

SEE YOUR SOUND CARD MANUAL FOR INFORMATION ON CHANGING YOUR SOUND CARD'S INTERRUPT, DMA AND ADDRESS.

**PROBLEM:** I CAN PLAY SILVERBALL ON MY COMPUTER, BUT THE VIDEO IS "FLICKERING" AND SOME OF THE GAME MOVEMENT IS "JERKY."

## **SOLUTION:**

1. SELECT THE SLOW PC OPTION IN YOUR MAIN MENU, OR...
2. TURN THE MUSIC OFF (YOU WILL STILL HAVE SOUND EFFECTS), OR...
3. IF YOU ARE STILL HAVING TROUBLE, RETURN TO YOUR SILVERBALL DIRECTORY AND TYPE SILVER [SPACE]/T. THIS ADJUSTS THE INTERNAL TIMING OF THE GAME AND SHOULD MAKE IT MORE SUITABLE FOR SLOWER PCs.

## **HOW TO CREATE A BOOT DISK TO RUN SILVERBALL:**

### 1. CREATE A BOOT DISK:

- PUT A BLANK DISK IN YOUR A: DRIVE.
- FROM THE DOS PROMPT, TYPE THE FOLLOWING COMMAND:

#### **FORMAT A: /S**

- PRESS **[ENTER]**.
- WAIT WHILE YOUR COMPUTER FORMATS THE DISK AND COPIES THE FILES THAT MAKE IT A BOOT DISK.
- LABEL THE DISK "SILVERBALL BOOT DISK" AND KEEP IT HANDY. YOU'LL NEED THIS DISK WHENEVER YOU WANT TO START SILVERBALL.

### 2. START YOUR COMPUTER FROM THE BOOT DISK:

- LEAVE THE BOOT DISK IN YOUR A: DRIVE AND RESTART YOUR COMPUTER, EITHER BY PRESSING **CTRL-ALT-DELETE**, BY HITTING YOUR RESET BUTTON OR BY TURNING IT OFF, THEN ON.
- WAIT WHILE YOUR COMPUTER "BOOTS" FROM THE BOOT DISK.
- AFTER A SHORT TIME, YOUR COMPUTER WILL STOP AND GIVE YOU THE A> PROMPT.

### 3. RUN SILVERBALL:

- TYPE **C: [ENTER]**.
- TYPE **CD \ SILVER [ENTER]**.
- TYPE **SILVER [ENTER]** TO BEGIN.